

# Moving Image

## Technical Workshops

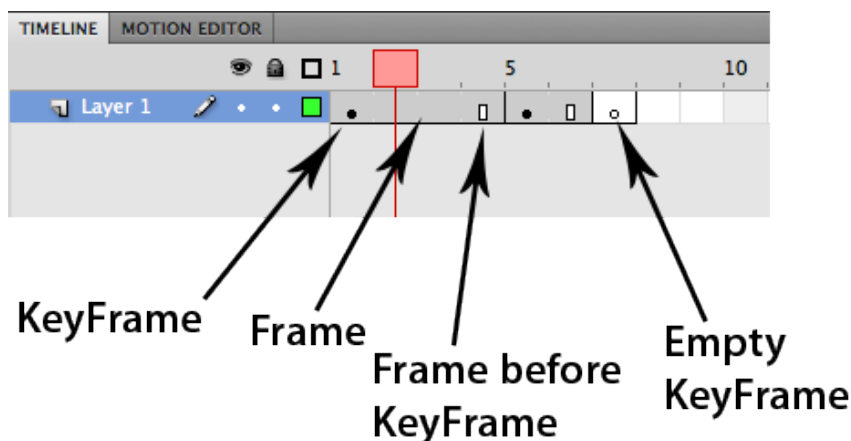
### Session one overview

To begin the session I will give a short talk so that you can get an overview of the course and a clear idea of the concepts behind what I will be teaching and what you should expect to get out of these sessions.

Then you shall have an introduction to Flash CS5 with an emphasis on timeline animation, keyframing, tweening and effects.

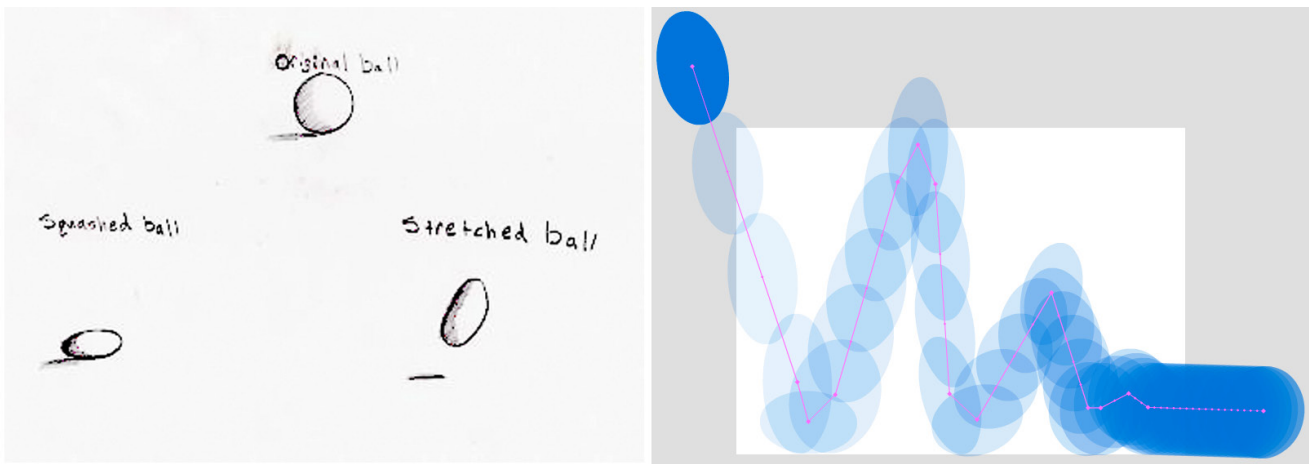
### Bouncing a ball

We are going to make a bouncing ball or (circle primitive). This lesson will show you how to use the timeline to do simple keyframe animation (image below). It is key that you try and understand the terms associated with the timeline namely: Layers, KeyFrames, Blank KeyFrames, Frames, Tweening. If you can get to grips with what these terms mean and what they do you are on your way.



### Classic Tweening

There are numerous ways to animate objects in Flash. Since Flash CS4 there is a whole new way to animate with the 'motion editor', which is a way of animating using graphs. We are going to start off with the more traditional 'classic tweening'. This will give you a clearer insight into how to use the timeline. If you want to find out more about the motion editor then you can pick up the pdf from my site or look at this video [www.gotoandlearn.com/play?id=88](http://www.gotoandlearn.com/play?id=88)



## Squash and Stretch

Squash and stretch is a common animation technique applied to characters or machinery in motion, giving it a cartoonish feel as opposed to realistic jerky motion.

In the images above left you can see a squashed ball (as if it has just hit the ground) and stretched ball (as if it was bouncing back up) and the original ball (as if it was at rest).

In the image above right you can see the ball in flash bouncing up and down and coming to rest on the right. Each transparent ball is one frame and to view the animation like this is what is called onion skinning. You can see how the ball is squashed at the bottom and stretched at the top of the stage.

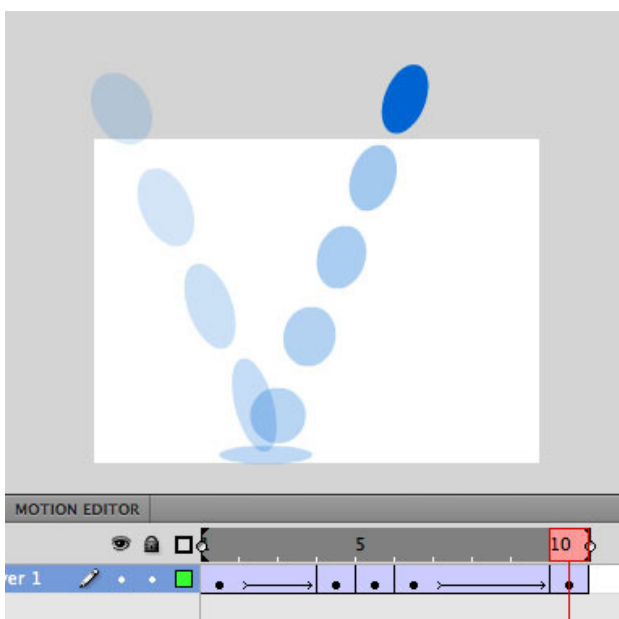
## Using the timeline to create tweened animation

Great starting point for navigating around the timeline is this adobe article - take some time to read it especially if you are getting confused, frustrated or angry or saying things like 'Flash doesn't work'.

[http://www.adobe.com/devnet/flash/learning\\_guide/animation/part03.html](http://www.adobe.com/devnet/flash/learning_guide/animation/part03.html)

We are going to create one 'ball' or circle and animate it on the timeline.

Your timeline should look like this below. Remember if you are going to animate multiple objects they have to be on different layers or tweening will break.

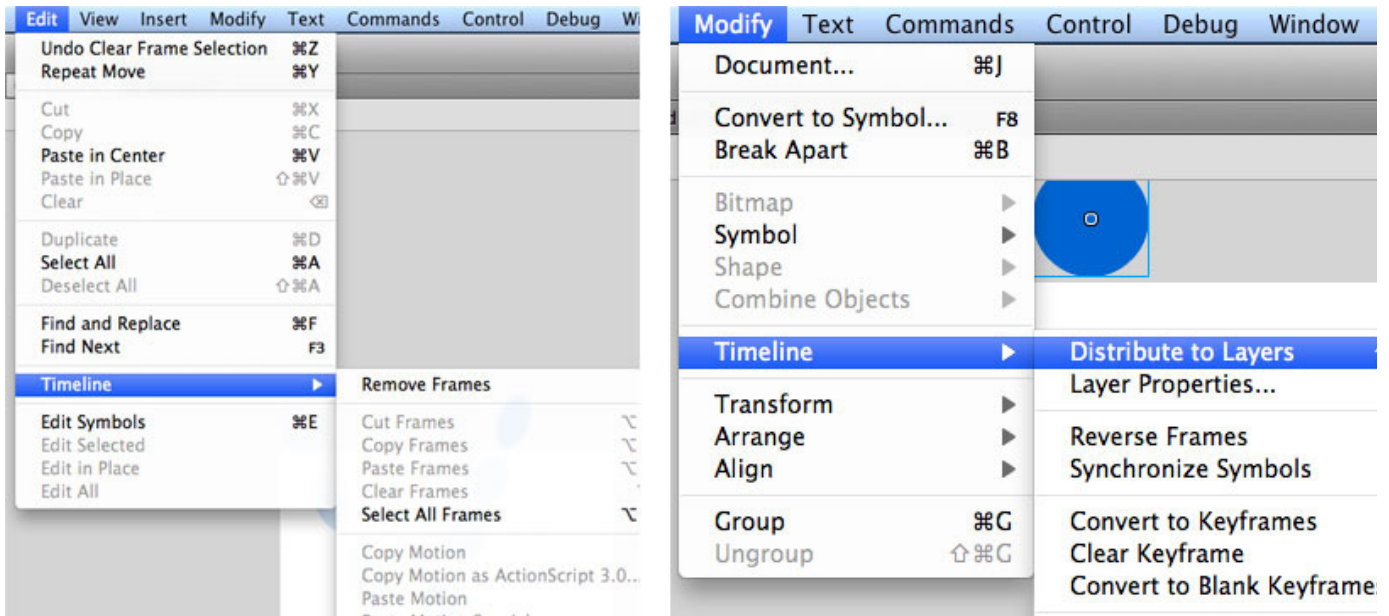


You can see in the screen grab on the left a tweened animation. The Frames on the layer are purple which tells you it is classic tweened and there are five key frames which is where the ball is positioned, sized and rotated.

Onion skinning is also turned on. Onion skinning means that you can see multiple frames in one go so that you can see the position of your object over multiple frames. It is a term that harks back to traditional animation where you would draw on tracing paper and layer it over each other to see the animation movement.

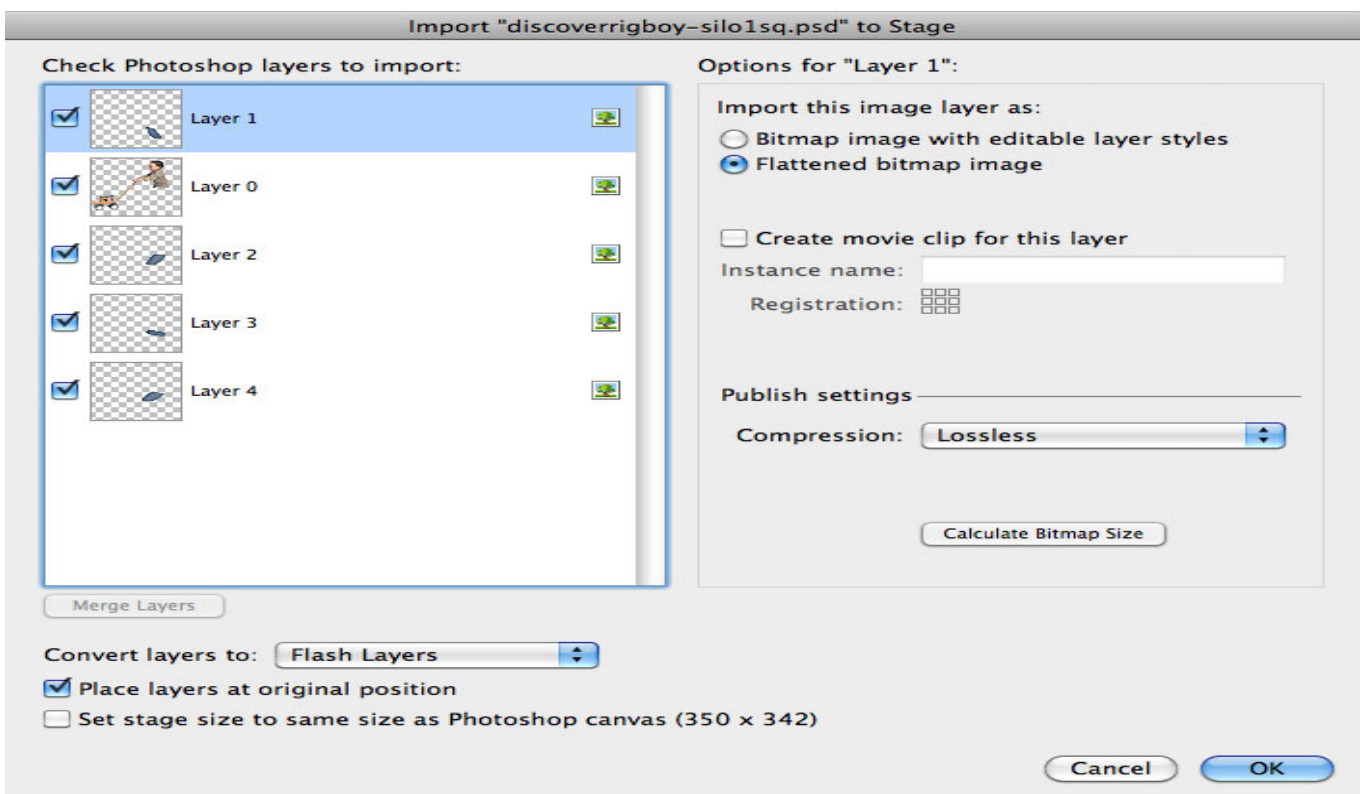
## Making the most of the timeline

The timeline has tools to make your life easier, basically if you are doing something repetitive there is probably a tool to streamline it. One of the hardest things to get your head around is copying and pasting and moving objects around the timeline. As you can see below the timeline has some special tools that can be accessed from the edit menu and the modify menu. To copy items on the timeline you need to copy them with the edit/timeline tools, using the normal edit/copy edit/paste will not have the desired results.



## Animating imagery - Importing from Photoshop

Flash and Photoshop can work side by side which makes it a good workflow if you want to animate pixel based art (digital imagery).



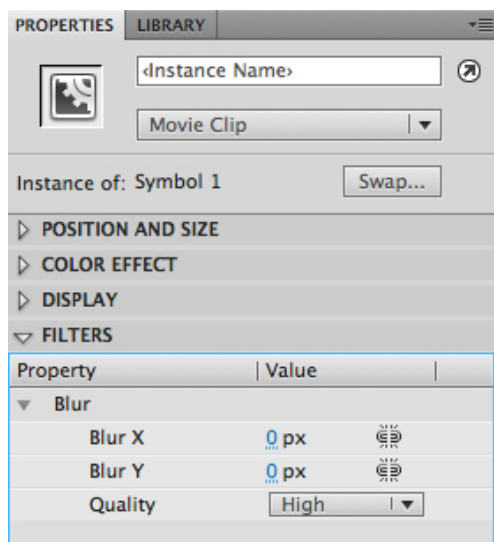
The image overleaf shows the window for importing PSD files into Flash. It has several benefits, you can bring in layers from photoshop and create layers in Flash from them. You can even make the layers into separate movieclip objects and then begin animating them straight away.



The image on the left shows a photoshop document with all the parts to animate my figure moving broken up and put onto separate layers. When they are brought into Flash they should be imported as MovieClip symbols so that they are ready to animate. You should try and cut up your parts where they articulate in terms of a person the joints such as knees, ankles etc.



As you can see from the image above each layer contains one object. The layers are made automatically from the layers in photoshop which is a great workflow for any image based flash work you wish to carry out. It is really really important to make sure that you only have one object in each layer or tweening will not work.



There are many ways that you can manipulate imagery in Flash either through the Properties Inspector or through actionscript.

If you are animating with the timeline you can change filters or colour effects over time between two keyframes and that change will be animated - e.g. you can change something from being blurry to completely in focus over time, or change the colour of something from say red to green. All these features are tweenable. A common way in which you might use this is to fade one image over the top of another.